



INKLING

BORN FROM THE SEA

While inklings share many features with humans, it is easy to see their squid descent. Instead of hair on their head, they have six tentacles- two large, four small. These tentacles can be arranged in almost any fashion. Their skin tones fall under the same range that humans have, but their eyes can be all sorts of colors- such as green, blue, grey, brown, pink, yellow, and orange. They have pointy ears that stick out to the side, and three fangs, positioned to be similar to a squid's beak. A dark mask surrounds their eyes, its appearance depending on the Inkling in particular.

STRANGE SHAPESHIFTERS

The most prominent part about Inklings is just as the name tells- ink. inklings can produce multicolored ink that they to attack enemies, cover territory, and swim through. They can change this color as they wish, and an inkling's Ink color determines the color of their tentacles, eyebrows, tongue, and squid form. In squid form, they are mostly useless outside of Ink. But while swimming in it as a squid, they can go much faster than they normally would by foot. Ink is what their bodies are made out of, allowing inklings to be dexterous and easily shapeshift. Unfortunately, they are very vulnerable to water. Osmosis causes their Ink-based bodies to come apart, so most inklings avoid large quantities of water entirely.

FRESHNESS IS KEY

Inklings enjoy the culture of other races, taking ideas and concepts and putting their own spin on them to create their own. As such, it is common for different inkling societies to have more of an influence from certain races more than others due to their location. Fashion and style is important in inkling communities, with being "fresh" paramount to almost all inklings. They often opt for more stylistic choices in their garb, decorated with fancy patterns, bright colors, and Inkling text. Land is also very important to Inklings, protecting their "turf" no matter what. Groups of inklings within communities often participate in "Turf Wars", mimicking land battles and honing their skills. Conquest is rare, though, and they prefer being able to keep what they have instead of making the risky attempt to control more.

INKLING NAMES

Inklings commonly use human names, especially those that look and sound interesting. In some areas, they may also take on a nickname based on the equipment they usually wear.

Clothing Nicknames: Goggles, Glasses, Uniform, Cape, Boots, Helmet, Jacket, Mask



INKLING TRAITS

Like all other inklings, you have a variety of traits and abilities due to your ink-based body and squid ancestors.

Ability score increases. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Inkings develop their ability to change form at 14, but are considered mature at 17, aging similarly to humans.

Size. While most inkings are short and in the 4 to 5 foot range, some can grow even taller, up to 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Alignment. Inkings have a generally relaxed nature, making most either good or neutral.

Squid Form. As an inkling, you may switch between a humanoid form and a smaller, squid-like form at will. The initial change may be done as a bonus action, and then you can change back once more (for example, in humanoid form you may switch to squid form, move, then switch back to humanoid form. However, you must remain in the form you used last until your next turn.) If you are a druid, your squid form does not count as a Wild Shape.

In squid form, the following rules apply:

- You may swim in Ink of your own color, on both the ground and up walls (but not across ceilings) as part of your normal speed. You may also attempt to Hide in your own Ink. Out of Ink, you can only move 10 feet.
- As a squid, you are considered to be Small size and can fit through spaces smaller than yourself (given that there is an opening) with no penalties. You can only switch back to humanoid form if you are in an area with enough room for a Medium creature.
- You cannot cast spells, attack, or use items. You do not break your concentration on a spell you have already cast, and you can take actions part of any spells you had cast before changing. You retain the benefit of features from your class, and the effect of any spells cast on you.
- Your equipment merges into your form and does not affect you until you turn back.
- You have advantage while trying to resist Grapple or Restrained effects.
- If you become unconscious, are reduced to 0 hit points, fall asleep, knocked prone, or incapacitated, you automatically change back to your humanoid form (unless there is not enough room) and cannot change forms until the effect has subsided.

Ink. As a bonus action, you can shoot a 30 ft long line of Ink that is your current Ink color. If this Ink is shot at a creature, they must make a Dexterity saving throw (The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus) or be covered in Ink until the end of its turn. Once on your turn, you can deal extra damage to that target when you deal damage to it with an attack or a spell. The extra damage equals half your level, rounded down (minimum of 1). This damage is the same damage type as the weapon or spell used. Only one creature can be covered at a time.

Once you use this trait twice, you can't use it again until you finish a long rest. At 4th and 11th levels, the amount of shots you can make before having to take a long rest increases by 1.

Ink Color. Like most inkings, you have a 'default' Ink color. Initially, choose a color that isn't black, white, or grey to be yours. Once a day, when you finish a short rest, you may change your color to one of the following: blue, yellow, orange, pink, green, purple, or your default color (if you are not it currently). This determines the color of your tentacles, squid form, and the Ink that you shoot. You can only swim in Ink of your own exact color. If on the ground, Ink of any other color than yours counts as difficult terrain for you when you try to walk through it.

Super Jump. As an action, you can turn into squid form and propel yourself into the air to land next to one of your allies. You cannot Super Jump to an ally that is more than 60 feet away, or one that cannot be seen. If an attack hits you mid-jump, your jump ends and you instantly fall down and take the appropriate amount of fall damage. You can't use this feature again until you finish a long rest.

Hydrophobic. You have disadvantage on attack rolls made while in water, and take 1d4 acid damage every turn if submerged in it due to osmosis. Attacks and spells made of mostly liquid water (such as a *tidal wave* spell) deal an extra 1d4 acid damage to you. This damage cannot be resisted. The DM can choose to have this trait not effect you when you are under the effects of a *water walk* or *water breathing* spell.

Languages. You can speak, read, and write Common and either Inking or another language of your choice.



OCTOLING

CALAMARI COUSINS

Squid were not the only aquatic creatures to become races that walk the land. Octopuses evolved into a race of varying creatures- the octarians. The most notable of these being the octolings, an ink-based species very similar to their squid-based cousins. Like inklings, they have the ability to control their Ink and shift into a smaller form, and some may even say that octolings are far more similar to inklings than any other octarians. They have Ink-colored tentacles (though they have four larger ones shaped more like an octopus, including suction cups), purple markings underneath their eyes, and a general range of skintones matching that of humans. Most octolings have green eyes, but can also have the other colors that inklings have.

ROUGH BEGININGS

Years ago, inklings and octarians had been locked into a battle known as the Great Turf War. The area of land where both races had surfaced was small, and being unable to cooperate, they fought over it. Eventually, whether it was from superior skill or luck, the inklings won. They sent the octarians far away, into lands unknown. Free land was hard to find for octarians, and thus, most found themselves settling in with other races or tougher and dangerous places to live in (such as badlands, far-off islands, and caves. It is thought that a few may have also fled into the Underdark). Ultimately they did claim their own land- a shallow, distant area between a group of hills named Octo Valley.



SOLDIERS OF OCTAVIO

Octolings that live in Octo Valley are more often than not soldiers for their leader, an octarian of unknown subspecies- Octavio. While most inklings have forgotten about the Great Turf Wars and now enjoy freedom, octarians, under Octavio, constantly train for battle. The leader of the octarian side in the Great Turf War, Octavio hopes to one day come back to rule the land, and destroy the inklings. Alas, the valley generally lacks resources that would allow them to get very far. As such, most octarians live and train aimlessly. The rest live in large cities - typically in minority enclaves - and do not need to worry about living the life of a soldier.

OCTOLING NAMES

Many octoling soldiers are eventually nameless, coming up with a name for themselves as they grow up to create some individuality. Those that are not in Octo Valley have names that reflect the area they were born in.



OCTOLING TRAITS

As an octoling, you share many of your traits with inklings, with your main difference being your octopus ancestry.

Ability score increases. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Octolings develop their ability to change form at 14, but are considered mature at 17, aging similarly to humans.

Size. Octolings have a range of heights, from 4 to 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Alignment. An octoling's alignment can greatly vary due to where they were born. Soldiers of Octavio are almost always evil-aligned, following his commands without hesitation. Those that are free from this can be any assortment of alignments, ex-soldiers that reject a military upbringing and the evil that surrounded them typically being chaotic.

Ink-based. You have the same *Ink*, *Ink Color*, *Super Jump*, and *Hydrophobic* traits that inklings do (see above for more information).

Octopus Form. At will, you can switch between a humanoid and an octopus form. This functions like an inkling's *Squid Form*.

Languages. You can speak, read, and write Common and either Octarian or another language of your choice. Octarian has the same script as Common Inkling, but uses it differently.

OCTOLINGS AND OTHER RACES

Octolings, despite their history as the enemies of inklings, generally lack a negative stigma. Unlike drow, tieflings, and half-orcs, most races do not fear or distrust octolings without reason. Even inklings can put aside their differences and work well with octolings, as most have forgotten or couldn't care less about the Great Turf War years ago. Unless an octoling is with a large army of octarians, or obviously is disrupting the lives of others, most treat them the same as anyone else. Common folk of other races do not normally know of the Great Turf Wars nor the militaristic qualities of Octavio. But some inkling societies, or certain inklings that do care immensely about the past (due to familial ties or how they were brought up), do treat octolings, even those that have done nothing wrong, poorly.

Soldier octolings, on the other hand, loathe inklings and will often attack them on spot, or at the very least be ordered to.

Unfortunately for other octarians, they are treated as monsters due to their strange looks, inability to speak, and violent attitudes.



INKLING/OCTOLING TRAIT VARIANT

The Dungeon Master may permit the following variant for your inkling or octoling character.

Arcane Ink. You know the *acid splash* cantrip. When you reach 3rd level, you can cast the *color spray* spell once per long rest. When you reach 5th level, you can also cast the *spider climb* spell once per long rest. Charisma (for inklings) or Constitution (for octolings) is your spellcasting ability for these spells. This replaces the *Ink* trait.

THE INKLING LANGUAGE

Inkling, of course, is the most common language used between inklings (though most also know Common). It is a confusing language that non-speakers can easily mistake for pointless, squeaky gibberish when spoken. Depending on the area where an Inkling was raised, they may speak a certain dialect. The Inkling script consists of several sets of symbols. Like their culture, inklings take to others for inspiration for the symbols they use for letters and words; having some that look like those used in other languages. To simplify the language, the table below lists the most commonly used set.

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A	B	C	D	E	F	G	H	I	J	K	L	M
Ɑ	Ɱ	Ɐ	Ɒ	ⱱ	Ⱳ	ⱳ	ⱴ	Ⱶ	ⱶ	ⱷ	ⱸ	ⱹ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ⱺ	ⱻ	ⱼ	ⱽ	Ȿ	Ɀ	Ⳁ	ⳁ	Ⳃ	ⳃ	Ⳅ	ⳅ	Ⳇ

